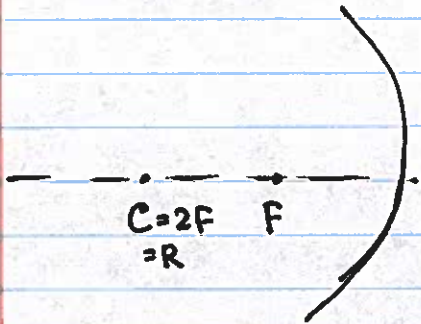


Concave mirror (same calculations work for a concave lens)



$$f > 0$$

$$\frac{1}{d_i} + \frac{1}{d_o} = \frac{1}{f}$$

$$d_o > 0$$

$$\frac{1}{d_i} = \frac{1}{f} - \frac{1}{d_o} = \frac{d_o - f}{d_o \cdot f}$$

$$d_i = \frac{d_o \cdot f}{d_o - f} \quad M = \frac{h'}{h} = -\frac{d_i}{d_o}$$

$$M = -\frac{f}{d_o - f}$$

$d_o < f$ $d_i < 0$ \rightarrow virtual image

$M > 0$ \rightarrow erect image

we always have $|d_o - f| < f \rightarrow M > 1$
enlarged image

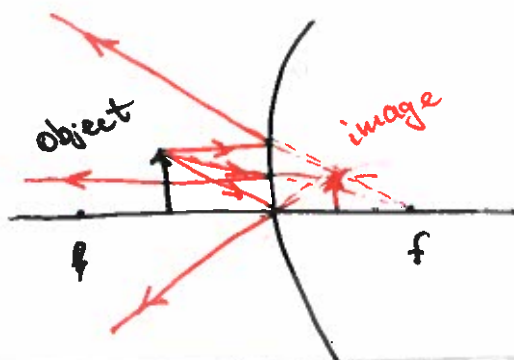
$d_o > f$ $d_i > 0$ \rightarrow real & inverted image

$M = -\frac{f}{d_o - f}$ $\frac{f}{d_o - f} \rightarrow d_o < 2f$ $M \geq 1$
~~diminished~~ enlarged

$d_o > 2f$ $M \leq 1$
diminished

Convex mirror

(or convex lens)



$$f < 0$$

$$\frac{1}{d_i} + \frac{1}{d_o} = -\frac{1}{|f|}$$

$$\frac{1}{d_i} = -\frac{1}{|f|} - \frac{1}{d_o} = -\frac{d_o + |f|}{d_o \cdot |f|}$$

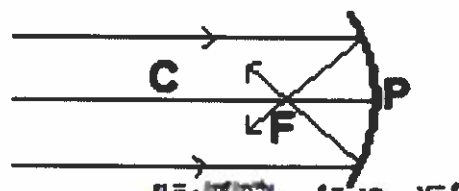
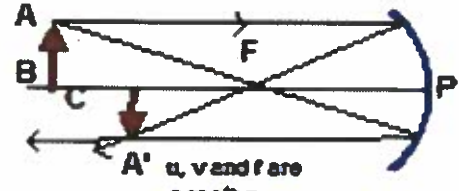
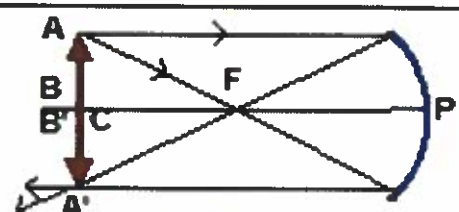
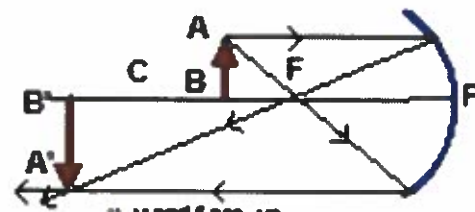
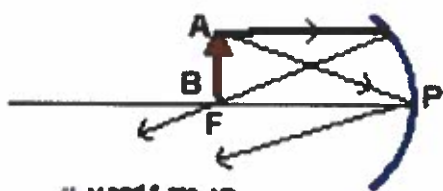
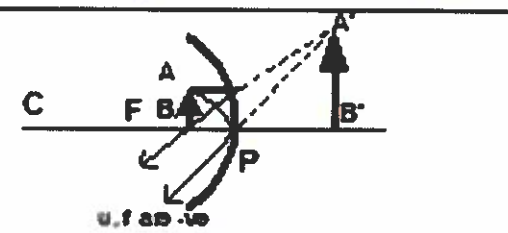
$$d_i = -\frac{d_o \cdot |f|}{d_o + |f|} \quad \text{always virtual}$$

$$M = -\frac{d_i}{d_o} = \frac{|f|}{d_o + |f|} < 1$$

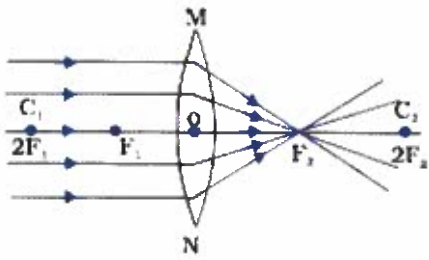
always positive

erect
diminished
image

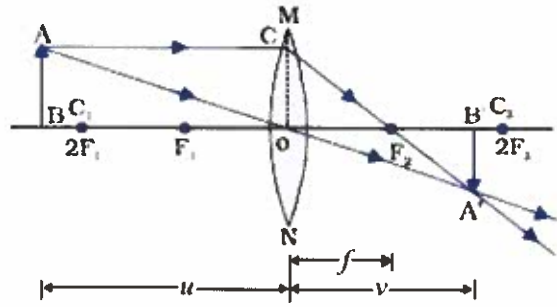
Image formed by Concave Mirror:-

Position of object	Position of image	Nature of image	Ray diagram
(i) At infinity	At focus	Real, Inverted, and diminished	 <p>$u = -\infty$ $f = -ve$ $v = f$</p>
(ii) Beyond C	Between F and C	Real, Inverted and diminished	 <p>u, v and f are negative</p>
(iii) At C	At C	Real, Inverted and same size	 <p>u, v and f are -ve</p>
(iv) Between F and C	Beyond C	Real, Inverted and enlarged	 <p>u, v and f are -ve</p>
(v) At F	At Infinity	Real, Inverted and highly enlarged	 <p>u, v and f are -ve</p>
(vi) Between F and P	Behind the mirror	Virtual, enlarged and erect image	 <p>u, f are -ve v is +ve</p>

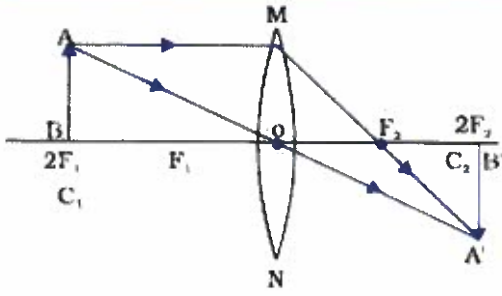
Here u = Distance of object
 v = Distance of image



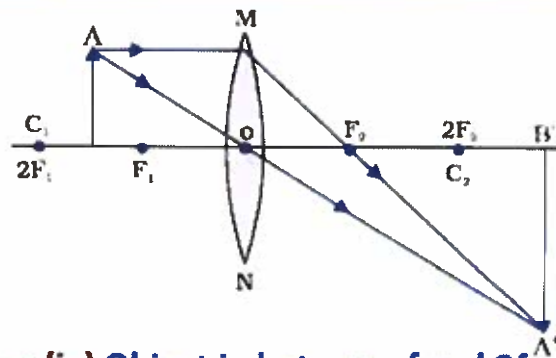
Case (i) Object at infinity



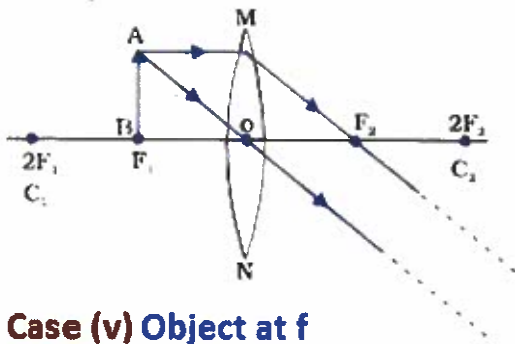
Case (ii) Object at beyond 2f



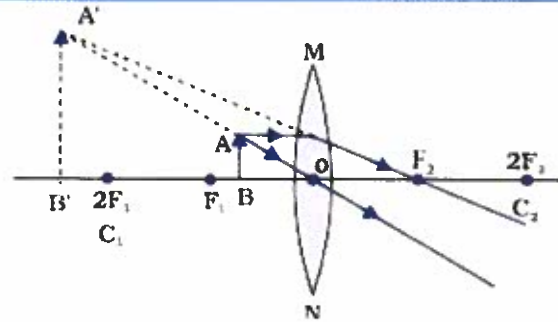
Case (iii) Object at 2f



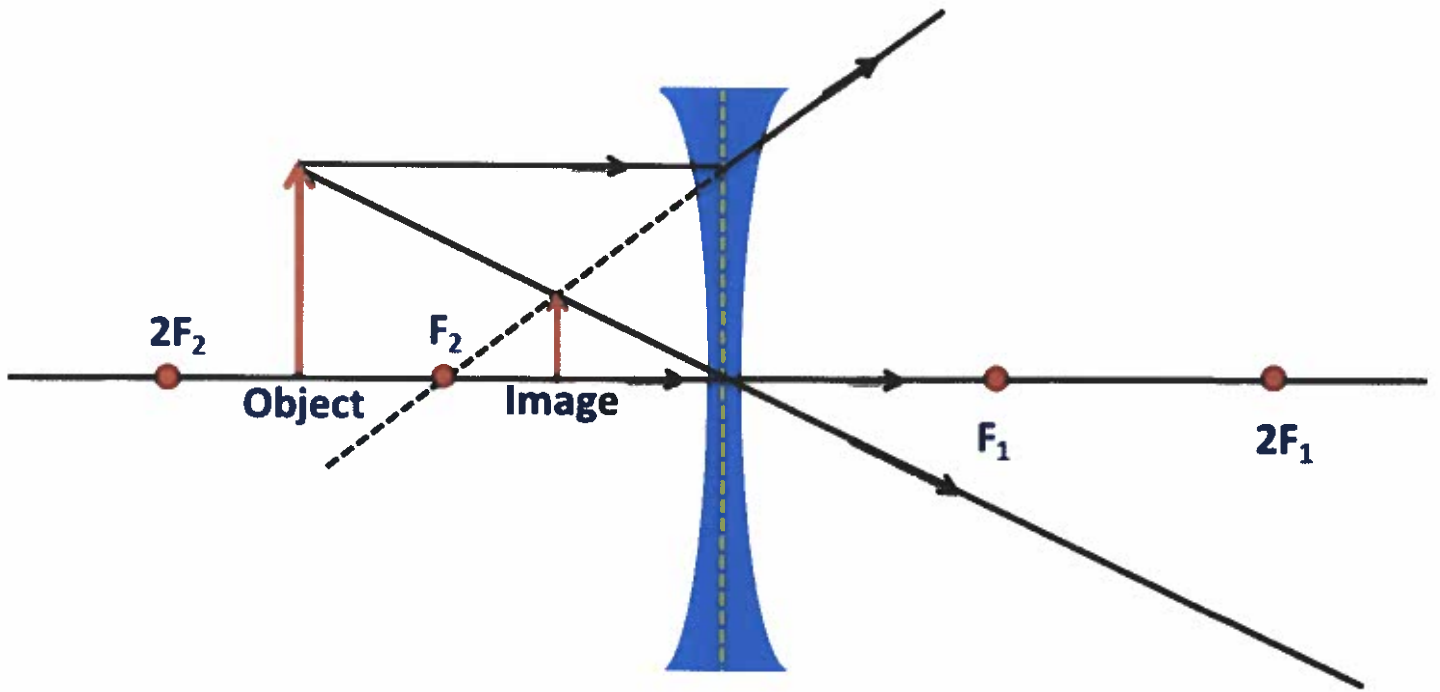
Case (iv) Object in between f and 2f



Case (v) Object at f



Case (vi) Object distance < f



Biconcave lens